

Sonic the comic

PLUS
FREE!
STC TATTOOS!

SHINOBI!
TAILS!

SHINOBI
PIN-UP



FREE TATTOOS
MISSING?
ALERT YOUR
NEWSAGENT NOW!

SONIC'S DOUBLE TONIC!

SHAKEN OR
STIRRED?

TWO-TIMING
NEW
STORY

**SONIC'S
WORLD!**

NEW
STORY

**SONIC IN
DISASTER!**

CONTROL

Zone



Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

Still stuck on tattoos? It's just as well we're giving away a second set **FREE** this issue. Get sticking!

So much to say ...so let's get cracking. Sonic takes on a double-whammy this issue with his first steps towards **Disaster**. Plus he comes up against the **Face from the Past** in **Sonic's World!** **Tails** is almost thawed out in the concluding part of **Zonerunner** and **The Big Freeze**. Battling the elements is no sweat for **Shinobi**. In fact, our model warrior even finds time to pose for a pin-up!

Blow up those balloons Boomers because there'll be party-popping excitement in STC 53's **2nd Birthday Issue**. It will feature a brand spanking new **Sparkster** series so **Rocket Knight Adventure** fans will be over the moon! And that's not all, **Knuckles** returns for a truly 'Chaotix' time plus, there's a racy double page **Sonic Drift Racing** Pin-up!

Megadroid

- **Managing Editor:** Richard Burton
- **Editor:** Deborah Tate
- **Designers:** Gary Knight
- **Assistant Editors:** Audrey Wong
- **Cover:** Carl Fleet
- **Publisher:** Rob McMonerny

THE COOLEST TATTOOS!

Mark yourself out from the crowd with the second set of STC's terrific **Tattoo Collection**. These specially selected tattoos, hand-crafted by robots, are only available to readers of the U.K.'s top-selling video game comic. Designed to let you show off that you're an STC Boomer, a Sega player and a major Sonic fan - all in one!

HOW TO USE YOUR STC TATTOOS:-

1. Remove the covering sheet.
2. Select your tattoo and carefully cut it out.
3. Press tattoo face down onto your skin in the desired area of your body.
4. Thoroughly wet the backing sheet with a damp cloth, continually pressing the tattoo in place.
5. Lift a corner of the backing paper to see if the design has transferred to your skin (if not, re-wet the backing paper and press down again).
6. Once the backing paper is removed - you're temporarily Tattooed!
7. Repeat steps 1-6 for each tattoo required.

HOW TO REMOVE:-

Simply wash off with soap and warm water. If the tattoos are allowed to stay on the skin for several days, the use of cold cream or make-up remover will assist removal (warning: use of these last items in public will not help you achieve total coolness!).

PLEASE NOTE:-

These tattoos are safe, non-toxic and easily removed. Real Tattoos are not. They can permanently mark you and lead to skin problems. For this reason, if you like the look of tattoos, stick to removable ones as they're harmless fun.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up down non mover
re-entry new entry



MEGA DRIVE

- 1 — **FIFA SOCCER '95**
- 2 — **MICRO MACHINES 2**
- 3 — **THE LION KING**
- 4 — **JIMMY WHITE'S WHIRLWIND SNOKER**
- 5 — **ETERNAL CHAMPIONS**
- 6 — **SONIC & KNUCKLES**
- 7 — **TOEJAM AND EARL 2**
- 8 — **RUGBY WORLD CUP 1995**
- 9 — **REN AND STIMPY**
- 10 — **INTERNATIONAL RUGBY**

MEGA-CD

- 1 — **GROUND ZERO TEXAS**
- 2 — **FIFA INTERNATIONAL SOCCER**
- 3 — **SHERLOCK HOLMES 2**
- 4 — **SPIDER-MAN & KINGPIN**
- 5 — **MICKEY MANIA**
- 6 — **WOLFCHILD**
- 7 — **REBEL ASSAULT**
- 8 — **ECCO THE DOLPHIN**
- 9 — **WWF RAGE IN THE CAGE**
- 10 — **SONIC CD**

MASTER SYSTEM

- 1 — **CHUCK ROCK 2**
- 2 — **JUNGLE BOOK**
- 3 — **SONIC CHAOS**
- 4 — **SONIC THE HEDGEHOG 2**
- 5 — **DESERT SPEED TRAP**
- 6 — **ANDRE AGASSI TENNIS**
- 7 — **ROBOCOP & TERMINATOR**
- 8 — **DONALD DUCK**
- 9 — **ROAD RASH**
- 10 — **DESERT STRIKE**

GAME GEAR

- 1 — **SONIC THE HEDGEHOG 2**
- 2 — **JAMES POND 2 - ROBOCOP**
- 3 — **ROAD RASH**
- 4 — **SMASH TU**
- 5 — **WINTER OLYMPICS**
- 6 — **SONIC CHAOS**
- 7 — **SUPER OFF ROAD**
- 8 — **STREETS OF RAGE**
- 9 — **THE LION KING**
- 10 — **SONIC THE HEDGEHOG**

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DR. ROBOTNIK HAS FINALLY GOT HIS HANDS ON THE MASTER EMERALD.

I DON'T LIKE THE LOOK OF THIS ONE BIT!

SONIC

THE HEDGEHOG

Disaster!

PART 1

NEW
STORY

Script: NIGEL KITCHING

Art: RICHARD ELSON

Lettering: ELITTA FELL

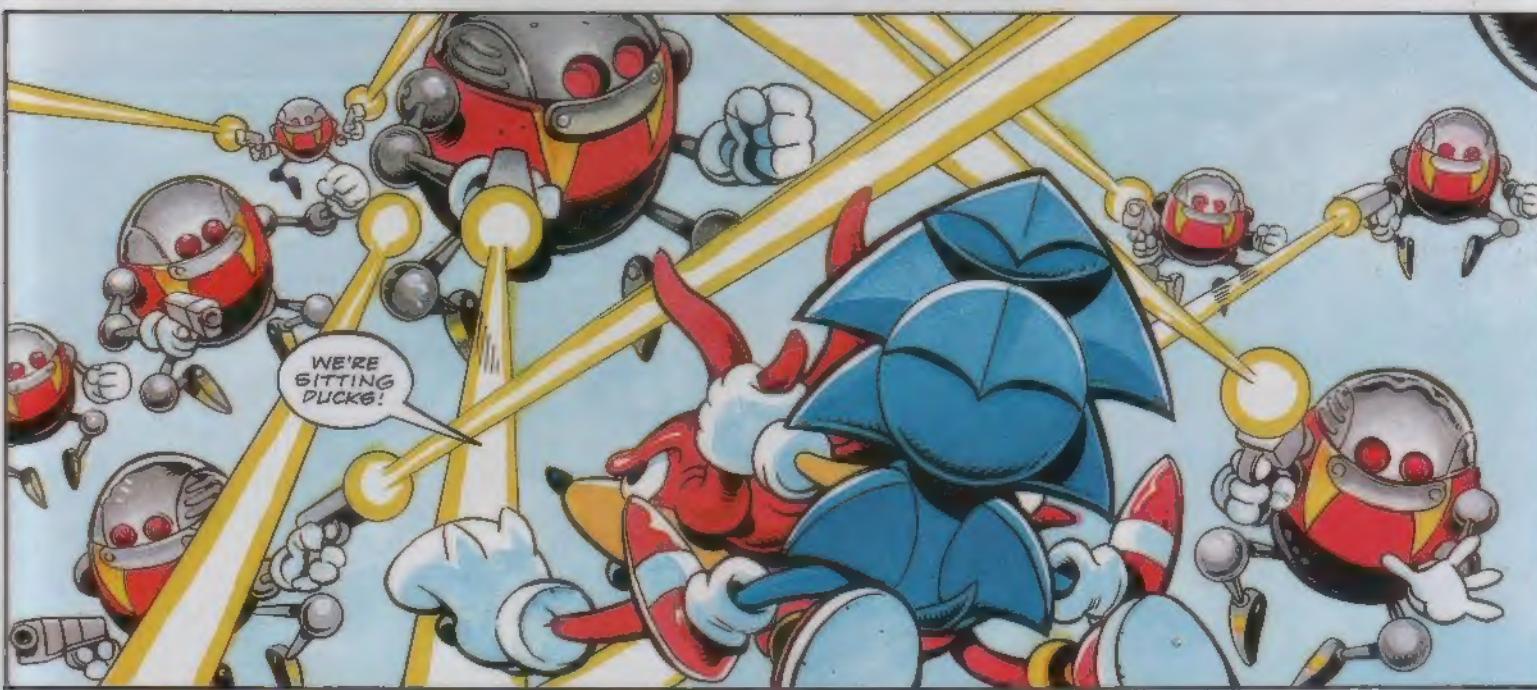
THE
DEATH EGG!
ROBOTNIK HAS FINALLY
LAUNCHED HIS ULTIMATE
WEAPON!

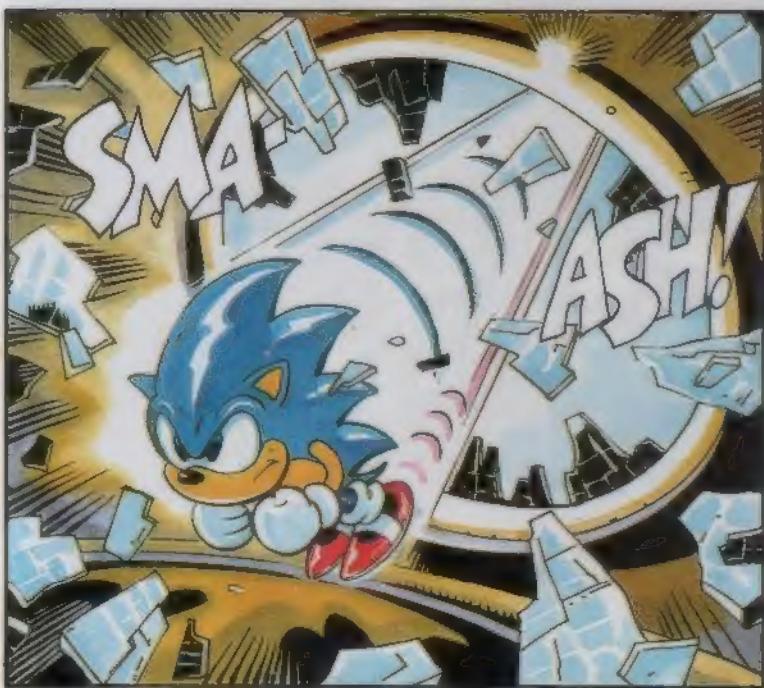
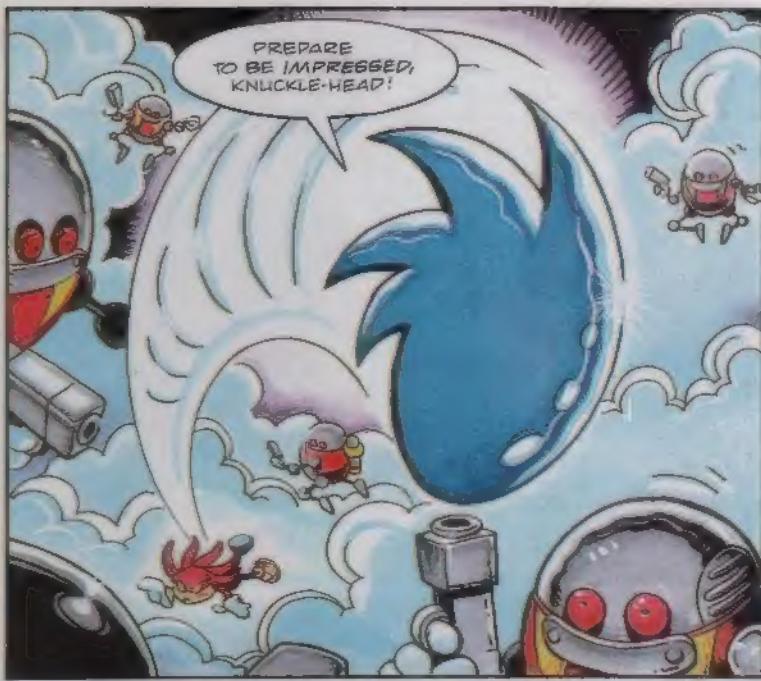
HOW
DO WE FIGHT
SOMETHING LIKE
THAT?

AND
THAT'S NOT
OUR ONLY
PROBLEM...







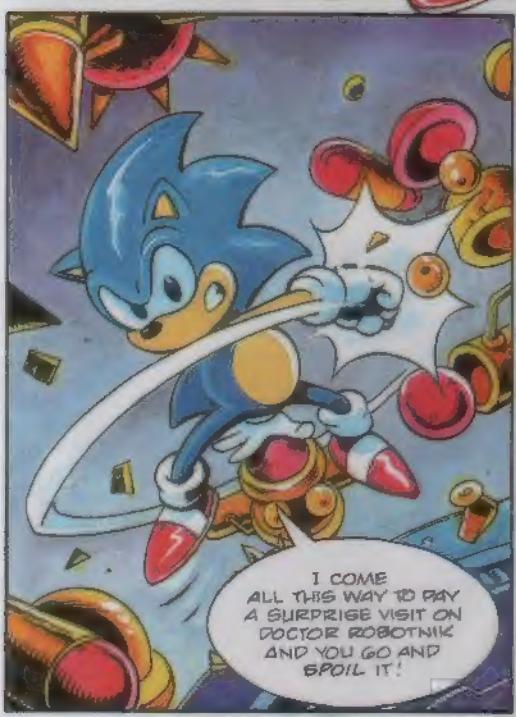


PITY
KNuckles didn't
make it on board...
I have a nasty feeling
that I may need
him!

NOT
THAT I'D EVER
ADMIT THAT TO
HIM!

WELL,
I MAY AS WELL
FACE ROBOTNIK AND
GET THIS OVER
WITH!

THE
ONLY PROBLEM
IS HOW DO I FIND
HIM IN THIS
PLACE?



MEANWHILE, KNUCKLES HAS RETURNED TO THE FLOATING ISLAND.

WHERE HE SITS IN AN ANCIENT CHAMBER AND PREPARES TO OPERATE TECHNOLOGY NOT USED FOR EONS.



I ONLY HOPE I'VE UNDERSTOOD THESE TEXTS CORRECTLY!



IT WORKS!

EVEN AFTER ALL THESE CENTURIES, IT WORKS!



SLOWLY AT FIRST THE FLOATING ISLAND BEGINS TO MOVE!

THEN GRADUALLY BEGINS TO PICK UP SPEED AS IT MOVES TOWARDS THE DEATH EGG!

WATCH OUT, ROBOTNIK...
I'M COMING FOR YOU!



NEXT ISSUE: ATTACK OF THE FLOATING ISLAND!

REVIEW

Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems.
Reviewers:
Nick Protz & David Gibbon

SPEEDY GONZALES AND THE CHEESE CAT-ASTROPHE



Mega Drive

game type: PLATFORM
1 PLAYER

PRE-RELEASE VERSION REVIEWED



Speedy through ten zones of mousey mayhem in order to rescue various villagers and his fiancee, Carmel, from the clutches of arch enemy, Sylvester the Cat.

Each zone consists of two levels, ranging from desert flatland to going underwater to the "Cheesefinger Corporation" factory. The terrain is liberally sprinkled with cartoon character bosses. To complete a level you must find and rescue three mouse villagers as well as gathering carrots as an offering to old Bugs Bunny in exchange for a password. Defeating enemies is done in the time-honoured fashion of bouncing off their heads, or by lobbing a sombrero. Using Speedy's trademark dash allows you to find hidden caverns or to flatten

As a fan of the Warner Brothers' cartoons I was happy to get an early look at Sega's forthcoming release, *Speedy Gonzales*. The point of the game is to guide Senor

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville

70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City



enemies, but to keep this up you must eat plenty of chillies on the way.

Graphically it's all pretty average. The cartoon characters are nicely drawn, but otherwise, you will have seen it all before. The music is lively, but I kept waiting to hear Speedy's anthem, "Arribba, arribba...!" Set at the difficult level, *Speedy Gonzales* is a good challenge but doesn't add much to the platform format.

Nice as it is to see old favourites like Speedy, Sylvester and Bugs, there isn't much else to set it apart from a host of other similar games. That said, fans of the platform format will find all the essential elements here. - NP



FAST FAX

PUBLISHER: SEGA PRICE: TO BE ANNOUNCED

GRAPHICS: 68%

SOUND: 70%

PLAYABILITY: 70%

RAVES: Revisiting Sylvester and Daffy.

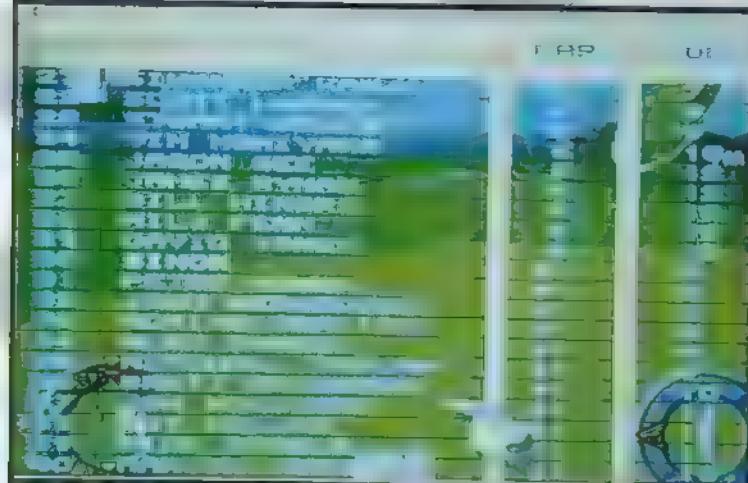
GRAVES: Familiar territory.

OVERALL: 68%

THE SCOTTISH OPEN

32X

Game type: SPORTS
1-4 PLAYERS



Over the years, clever game designers have managed to create fun, playable and addictive golf sims; *Leaderboard* and *PGA Tour Golf* to name but two.

Core Design's latest offering is *The Scottish Open* which has been created in a virtual reality world, where everything operates in real time i.e. you move around the virtual golf courses as if you were in the real world.

The game is viewed through one of three virtual camera angles, and as in any virtual world you can move around e.g. before taking your shot you can zoom into your player, zoom out, and even raise or lower the camera angle. On top of that, once a shot is taken, sit back and watch as the game switches between camera angles to follow the ball's destination. Doesn't sound much but



looks impressive!

The Scottish Open features three golf courses apparently designed by a professional golfer and includes the famous Carnoustie course - home of the 1995 Scottish Open tournament. There are five play options to choose from including the normal skins challenge where you get to play for money (pity it's not the *real* thing!). In addition, there's the full blown Scottish Open tournament played over 72 holes with 60 computer golfers and up to four human players. If that wasn't enough there's also the Core Design Challenge to take a swing at. The software publishers are offering a real prize to the first consumer to complete the challenge and send off an entry form. The prize is yet to be decided, but it certainly injects some genuine excitement to the game!

The golfing gameplay is simple. There are no complicated menu's to go through - just point and click and you're away. High quality graphics were designed on a Silicon

Graphics Workstation producing smooth animation and clearly defined courses.

If you don't normally like golf, you'll find *The Scottish Open* an exception. It's great fun especially when playing with friends and who knows, you may even end up winning that mystery prize! - DG.

FAST FAX

PUBLISHER CORE DESIGN PRICE £49.99

GRAPHICS	*****
SOUND	*****
PLAYABILITY	*****
RAVES	*****
GRAVES	*****

OVERALL 91%

S.T.C.
B.I.O.P.

Shinobi



Shinobi

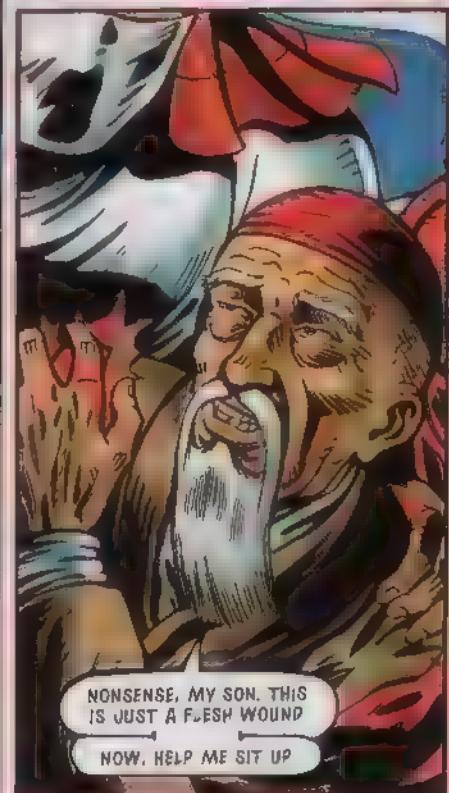
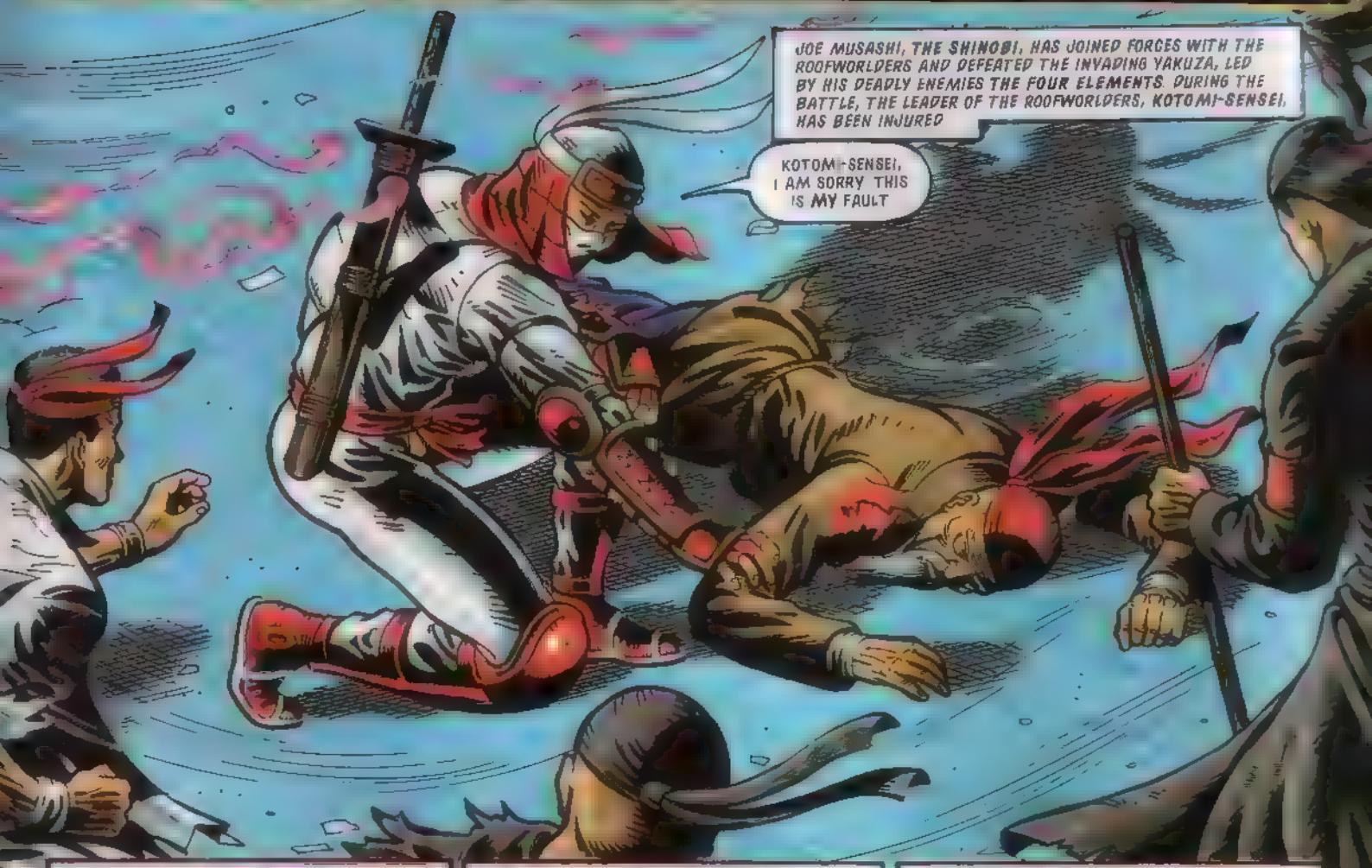
POWER OF THE ELEMENTS

Part 5

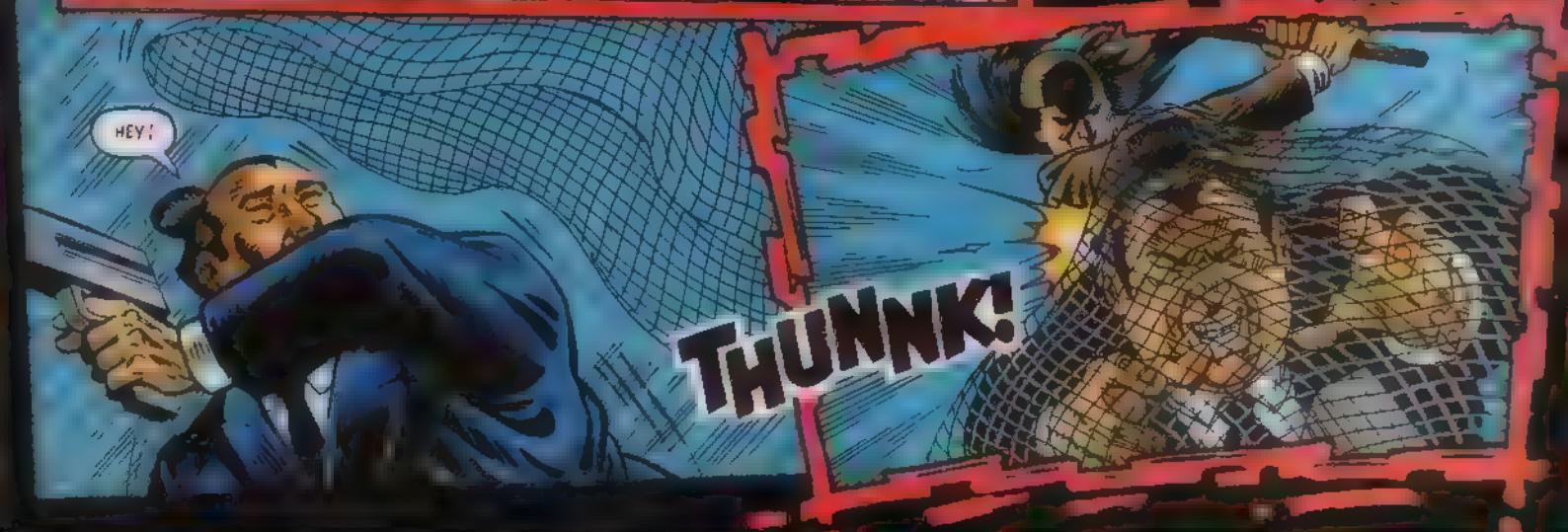
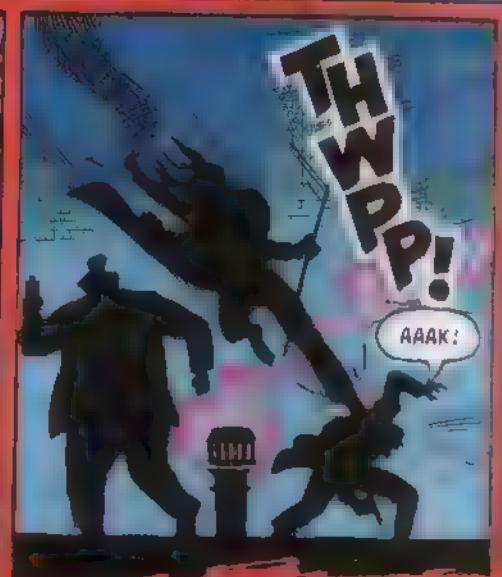
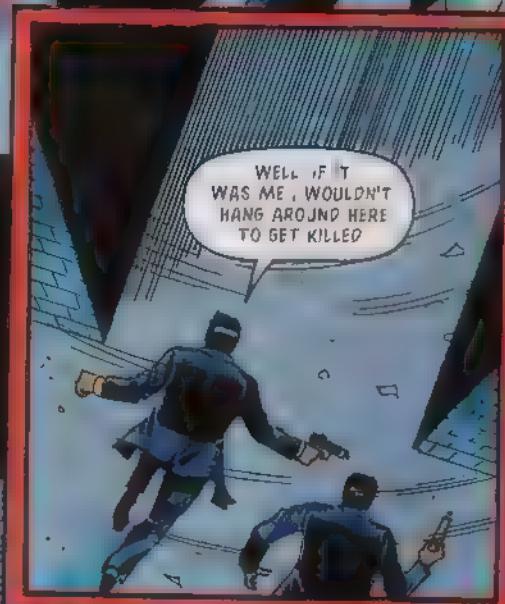
Script: ALAN MCKENZIE Art: JON HAWARD Lettering: TOM FRAME

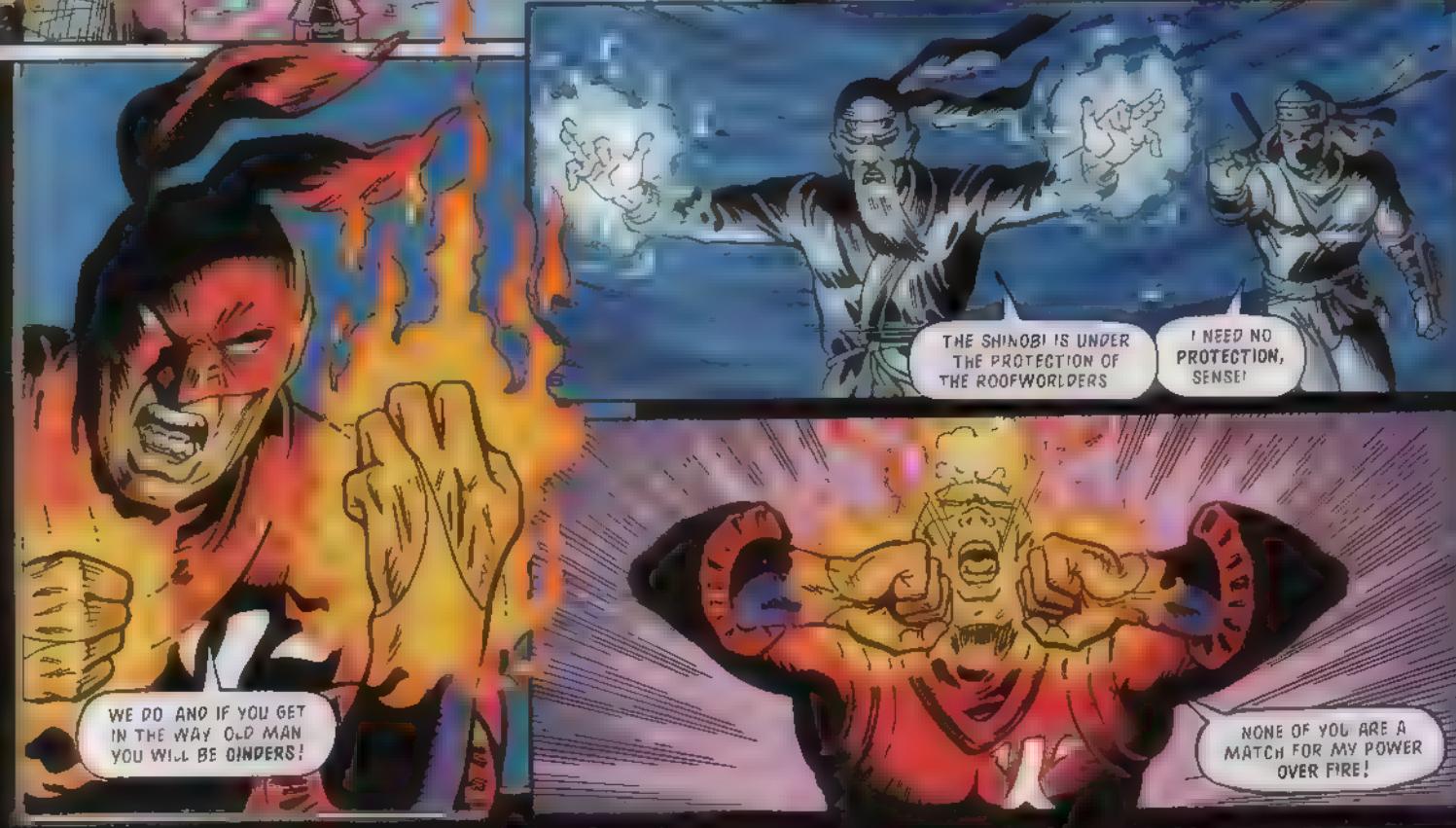
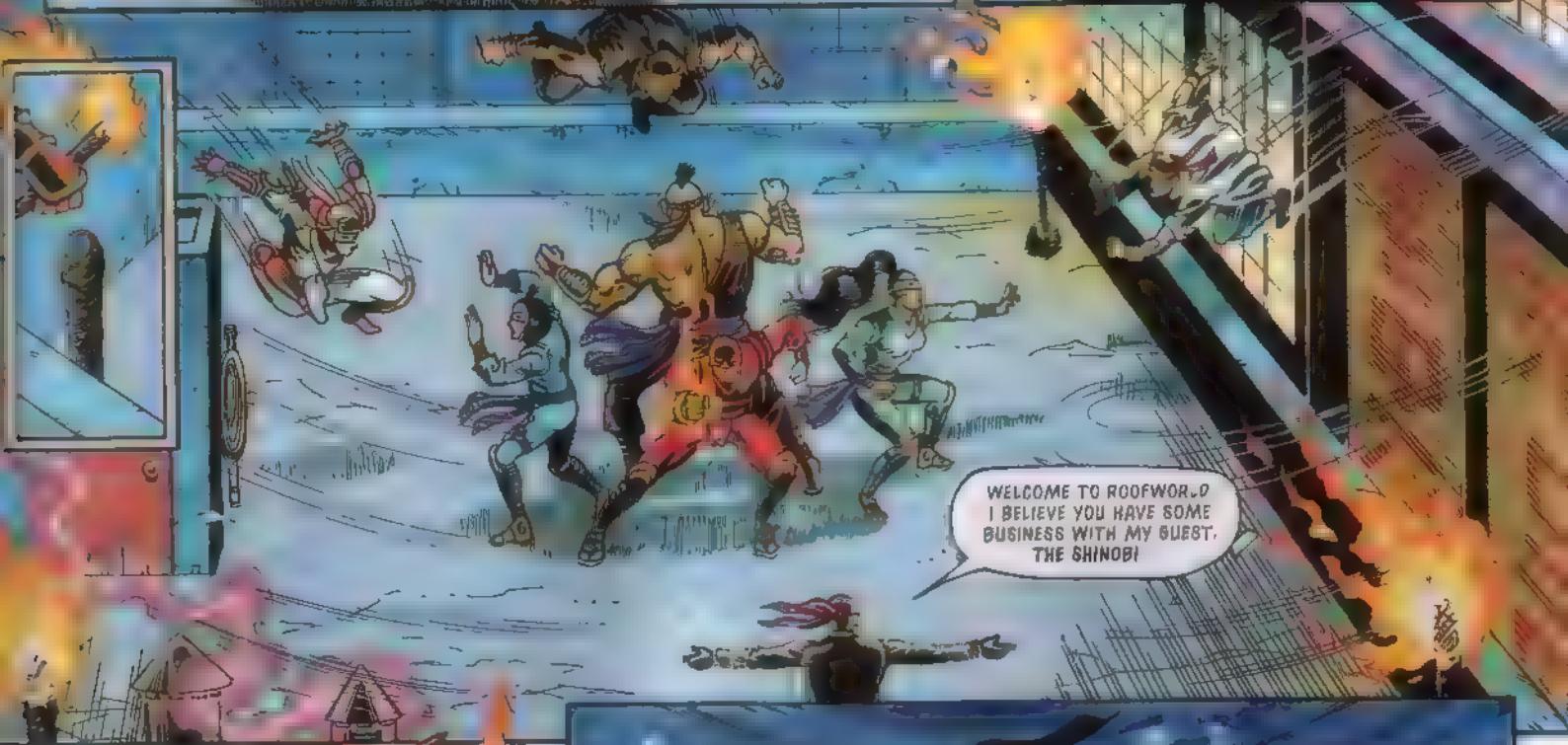
JOE MUSASHI, THE SHINOBI, HAS JOINED FORCES WITH THE ROOFWORLDERS AND DEFEATED THE INVADING YAKUZA. LED BY HIS DEADLY ENEMIES THE FOUR ELEMENTS. DURING THE BATTLE, THE LEADER OF THE ROOFWORLDERS, KOTOMI-SENSEI, HAS BEEN INJURED.

KOTOMI-SENSEI,
I AM SORRY THIS
IS MY FAULT





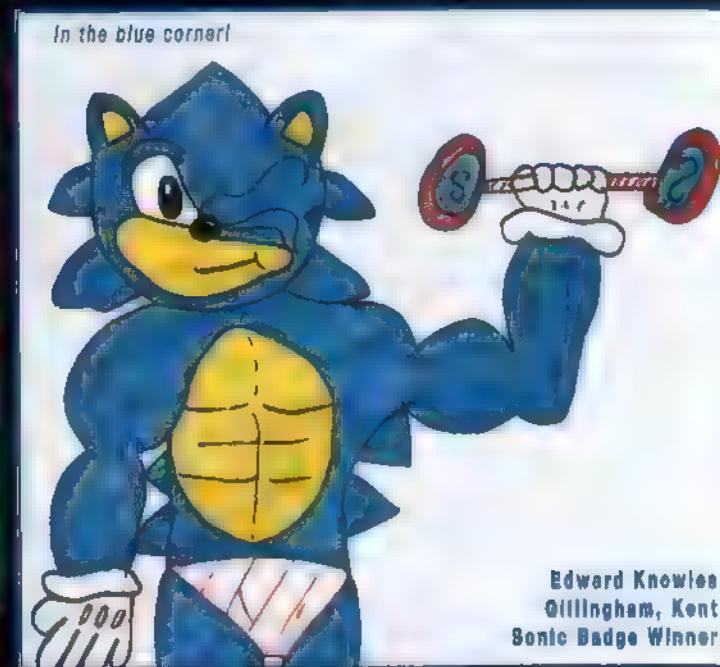
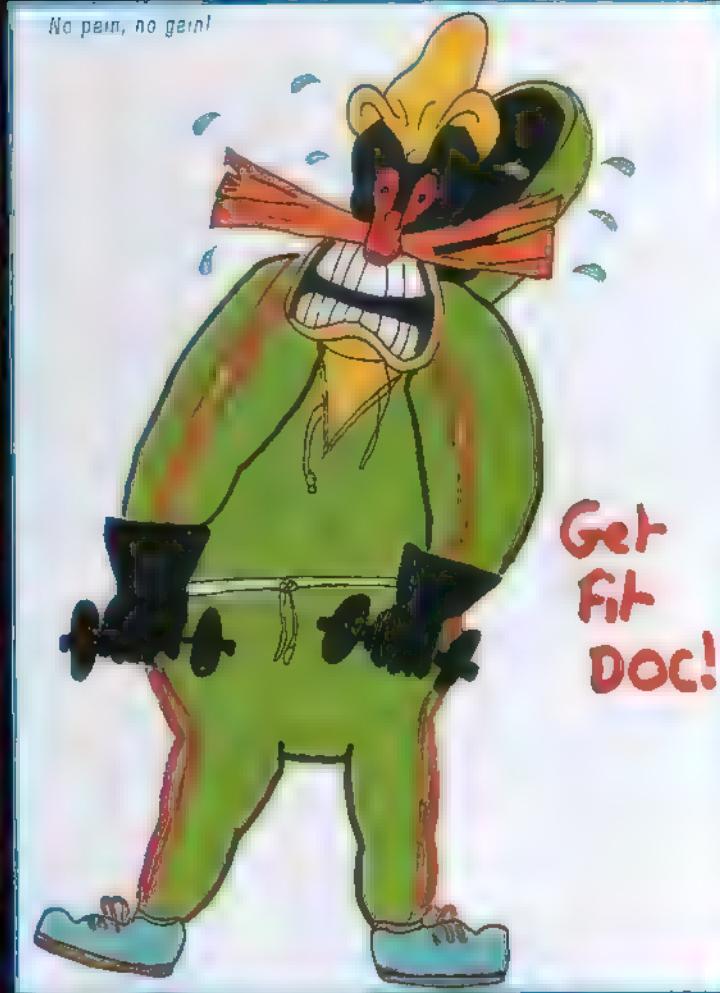






Graphic Zone

Attention, all you chocolate-chomping Boomers: but there! Easter may be gone for another year, but that egg-shaped feeling hasn't! Sonic, Tails and Knuckles are soon here making an effort to feel fighting fit again. Even that bad egg, Doctor Robotnik, is getting physical! Each Boomer receives an original Sonic badge!



Knuckles

Pedal power



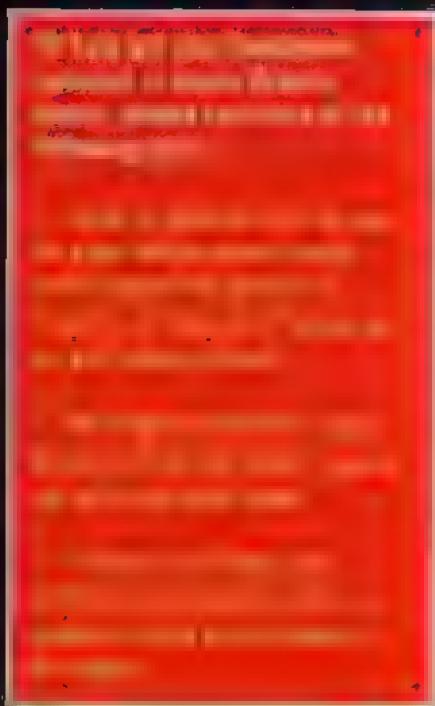
Sonic gets 'wheeee' fit



Hop, skip and punch!



Robert Denby, 8, Walsall, Birmingham
MD owner
Bonic Badge Winner



Tails ZONDERUNIER

THE BIG FREEZE PART 4

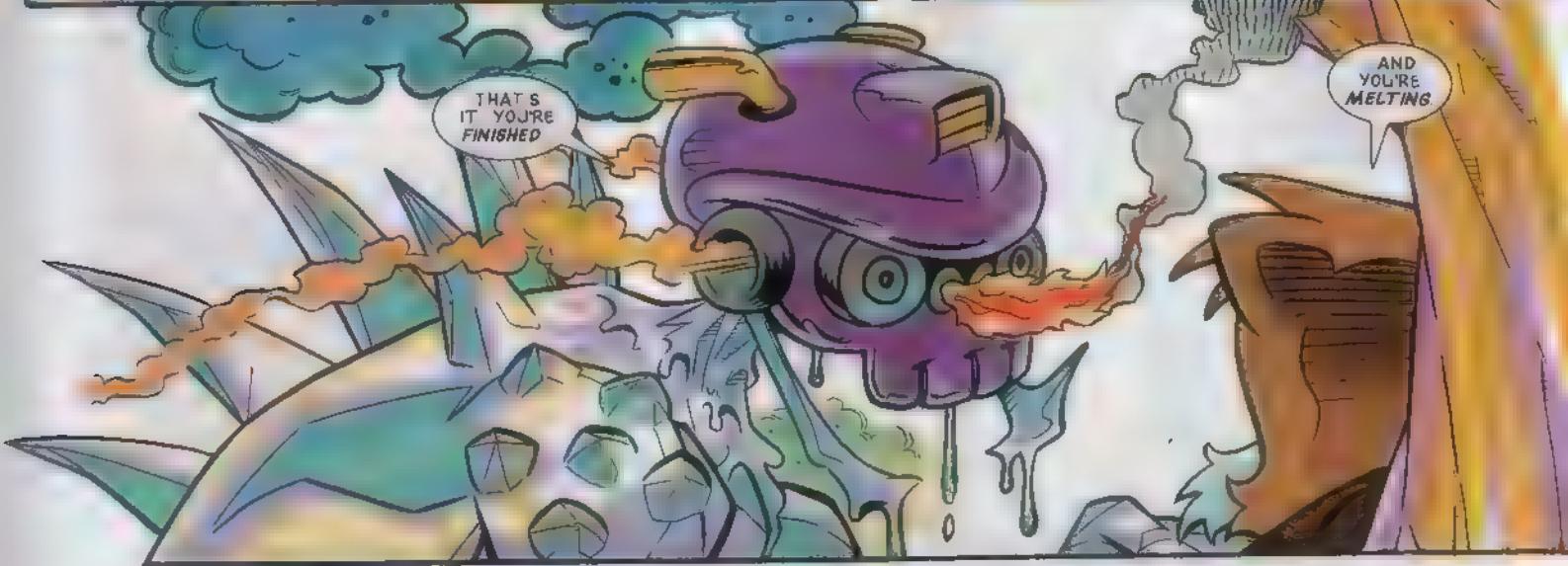


Script:
MARK EYLES

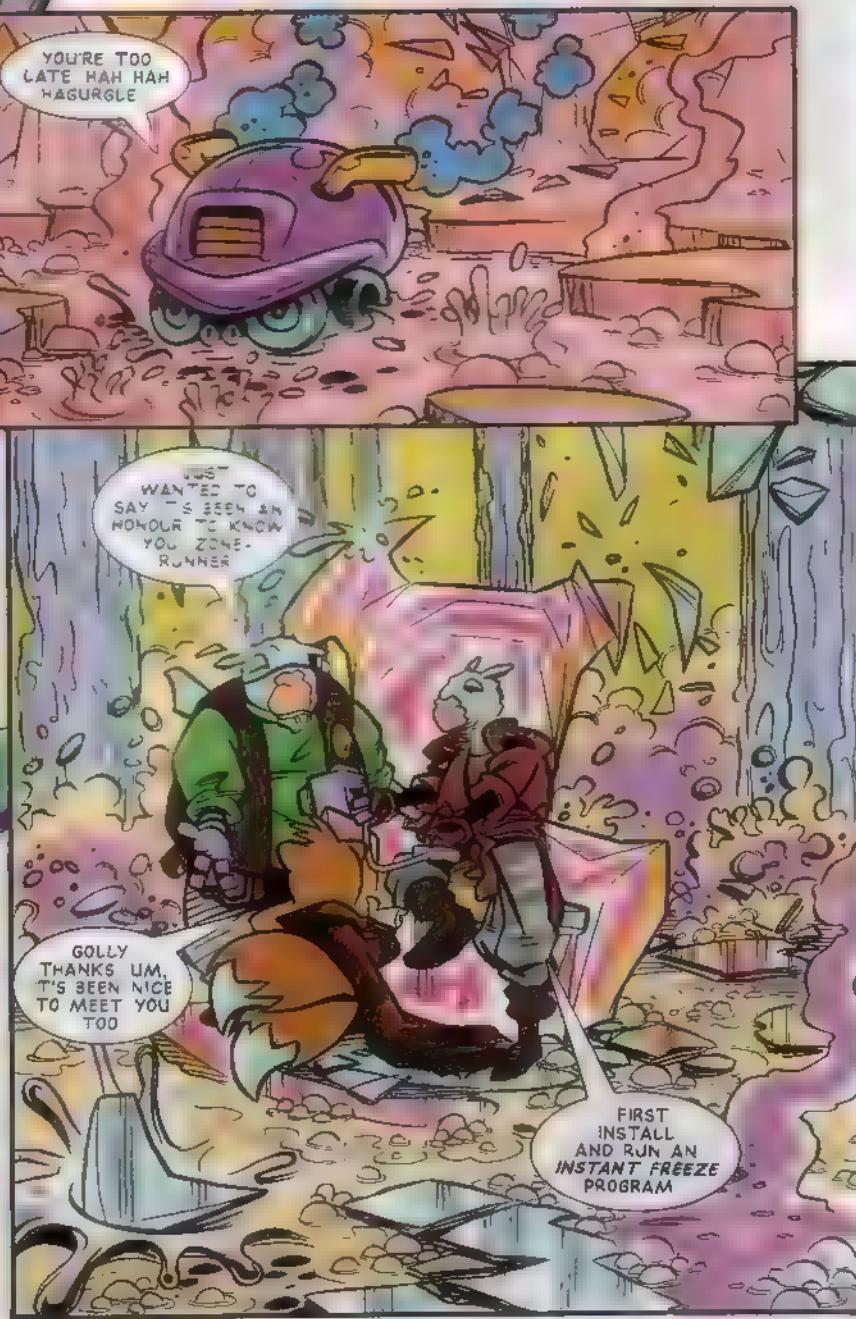
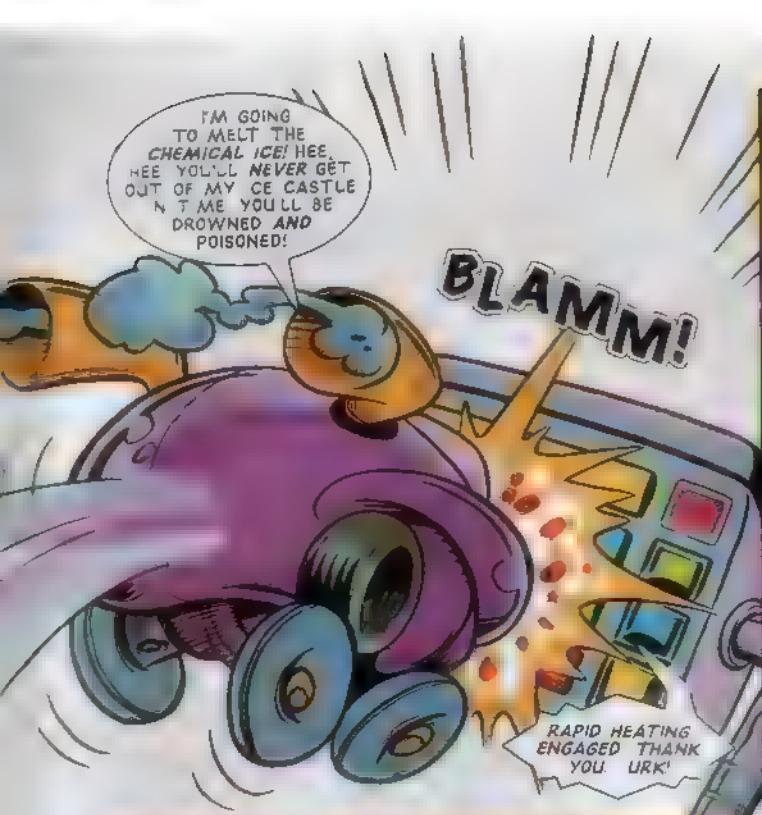
Art:
ROBERTO CORONA
& BRIAN WILLIAMSON

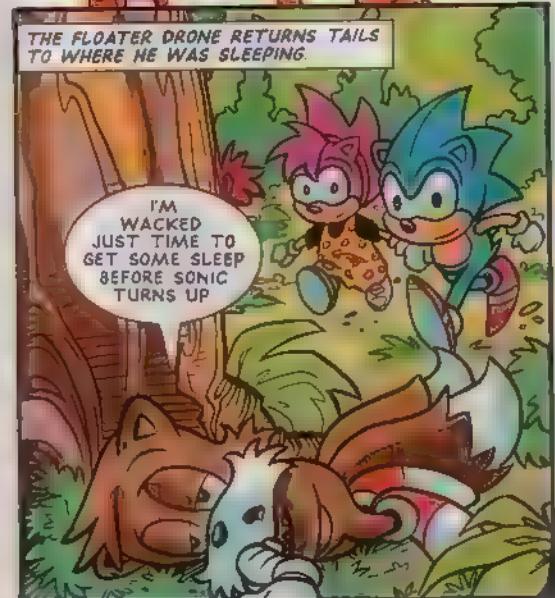
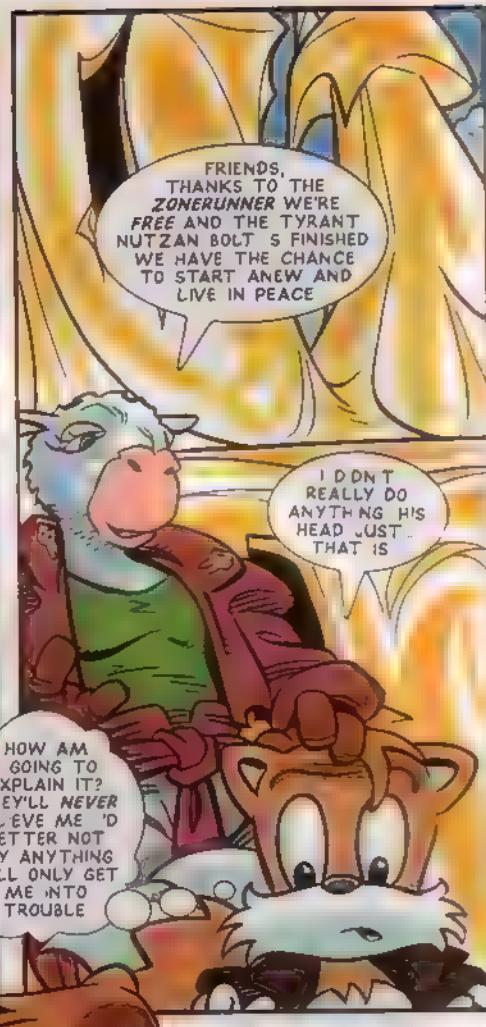
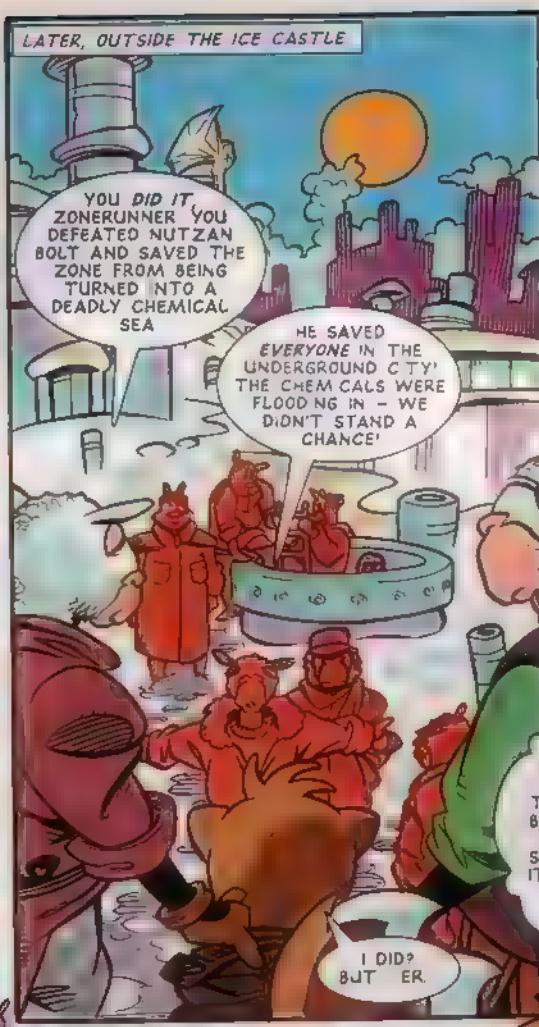
Lettering:
STEVE POTTER

TAILS HAS BEEN CAPTURED BY THE
CRAZED NUTZAN BOLT WHO NOW
HAS A BODY OF LIVING ICE









The End TAILS RETURNS TO STC SOON - AND YOU WON'T BELIEVE WHO'S WITH HIM!

9

Zone

Virgin's slithery release Earthworm Jim caused a stir with its amusing and innovative gameplay. Fans will squirm with delight as game guru David Sistrom reveals some slippery secrets enabling you to slide through the levels with ease.

EARTHWORM JIM SPECIAL Part 1

HIGH DENSITY



LEVEL ONE: DUSTY DUST CITY

Head right, stand next to the cow and whip the fridge to launch the cow in the air. Proceed right, up the tyres until you reach the very top platform. Go right, down and right to reach the large conveyor belt. Once up, keep heading right until you finally meet Chuck the Dustbin and you come to the end of the level.



IFI (The Crazy Dog): Shoot repeatedly at these crazy hounds (yes, there's more than one of her!). They appear at every angle - so beware!

DUSTBIN: Keep on the move to dodge the falling tubas. Repeatedly fire at the bin until it starts to fire anvils. Now, keep firing while dodging the anvils and the bin will charge at you. Jump over the bin, and shoot at it from behind. Repeat to win.

VOMITING CHUCK: Quite a difficult baddy, this. Whip the crates onto the spring on the right to hit Chuck. Once hit, he'll start to vomit fish (charming!). Stand to the right to avoid them. Stand still when you see a tuba coming, then just before it goes directly above you quickly move out of the way. Six crates will get rid of Chuck.

LEVEL TWO

TOILET: If you fancy a level warp which will carry you to a hidden section with a mass of collectables, then try and find the toilet situated at the very top-left of the level. Flush yourself down the loo and breathe a sigh of relief!



LEVEL TWO: WHAT THE HECK?

This level is extremely difficult, but fingers crossed you'll get through. Just follow the given path and hopefully you'll reach the end.

After you've killed two Accountants, get to the very top series of platforms and head right.

HAZARDS

ACCOUNTANTS: Hit the Accountant using your whip, then quickly jump out of the way before he throws his money at you. After you have repeated this several times, use your gun to finish him off. There are two Accountants in this level.



SNOWMAN:

Pretty easy this, compared to the rest of the level that is! Keep moving around the screen and as soon as the Snowman

appears quickly whip him - otherwise he'll breathe out deadly flames!

EVIL THE CAT: Evil by name, evil by nature! Once you've lost your suit, Evil will fire his cannon. Jump over the flames until the rock on the right has melted. Get back in your suit and jump away from him when his eyes appear, then shoot him with your gun. Jump over the flames coming from either side. Nine times and he'll be no more!

HINTS

GREEN CRYSTALS: The crystals are there to take you to unreachable places. Jump on top and start running in the opposite direction to the way it's turning. Eventually you will start to move - really! Jump off when the crystal stops. If you keep falling off the crystal don't worry as persistence always pays off!

COG WHEELS: Always situated next to an Accountant, hit it with your whip to open a nearby gate.

LEVEL THREE - DOWN THE TUBES

Much easier than the last level, but you still need to stay alert! Just follow the obvious path, take note of the guidelines below and you should be okay.

HAZARDS

CAT MINIONS: The large walking cats that roam the tubes can cause you serious grief. However, there is an easy trick to get past them safely. Wait until he walks in the opposite direction, then go to the next top air bubble. Grab hold and keep your hand on Up until the cat goes past. Then jump down and continue! For the small cats, see Hamsters.

FLOATING PODS: Walk around the tubes slowly, because these are everywhere! A quick blast gets rid of them, no problem.



HINTS

The idea is to steer the Submarine to the next landing bay. As you're moving look out for power points sticking out from the sides of walls. You only have a limited supply of air in this craft and the power points increase it. Round two features a large area for the Submarine, so gaining more 'air time' is vital!

This really is utterly mad. A Hamster indeed! Nevertheless, they allow you to get past small, vicious cats in the tubes. To do this you need to move a nearby switch with your whip then jump on the back of the Hamster for a ride! Keep pressing B and the Hamster will eat the cats for you!

LEVEL FOUR - SHOT A PROBLEM

The only game I can think of that features a brilliant bungee jump section. Keep banging into Major Mucus until he falls. Avoid contact with the wall sides as they sap your energy. Warning, don't hit the Major when he is spinning!

This level contains three rounds as shown below:-

Simply do the above.

Slightly more difficult. Do as before, but keep away from the monster in the slime below. If you get too close, he'll bite your legs off!

As round two, but this time the monster awaits directly underneath as you approach him. Press Up and along to stop yourself getting too close to the slime and the monster.

TOP TIPS:

1. Most levels contain flying baddies such as the crows in level one or the black ghosts in level two. Although shooting is the easiest way to kill them, practice doing it with your whip: one hit will do the trick and it'll also save your precious gun from depleting in power.
2. Try and search every part of each level. Many hidden lives, guns and more are waiting to be collected.
3. Whenever you come to a dead end, always look out for golden hooks nearby. Swing on these using your whip and you'll be fine!

SONIC'S WORLD

FACE FROM THE PAST

PART 1

SCRIPT: LEW STRINGER

ART: JEFF SMITH
COLOR: JEFF SMITH
LETTERING: JEFF SMITH

NEW
STORY

GRIMER'S LABORATORY, ON THE DEATH-EGG.

TRUST
EVERYTHING'S
STILL ON
SCHEDULE,
OR MER!

YES, YES,
DOCTOR! LET ME
SHOW YOU!

..... Q R R R R R

A-MAZING!
BUT IS IT UP TO
THE TASK?

MY MISSION
IS TO INFILTRATE
SONIC'S OUTLAW GROUP
GAIN THEIR TRUST
LEARN THEIR
PLANS

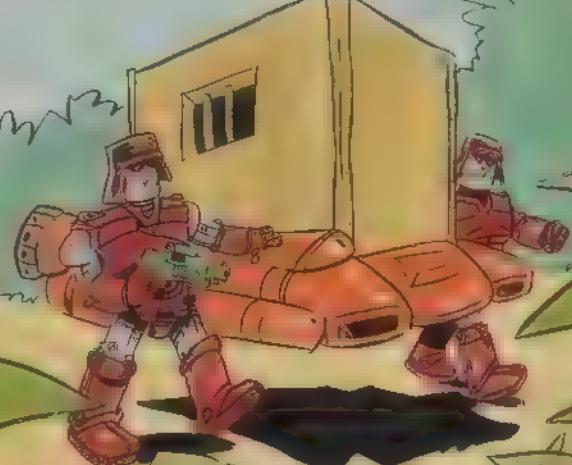
AND
DESTROY
THEM!



THE JUNGLE ZONE, PLANET MOBIUS

LOOK,
SONIC RIGHT
ON TIME!

WHEN
I GIVE
THE WORD
TAILS.



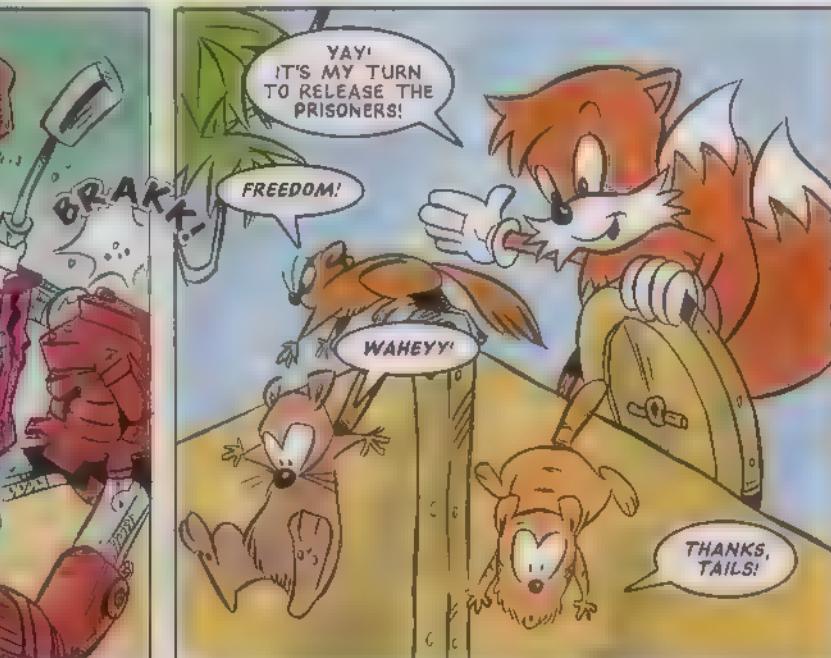
...NOW!

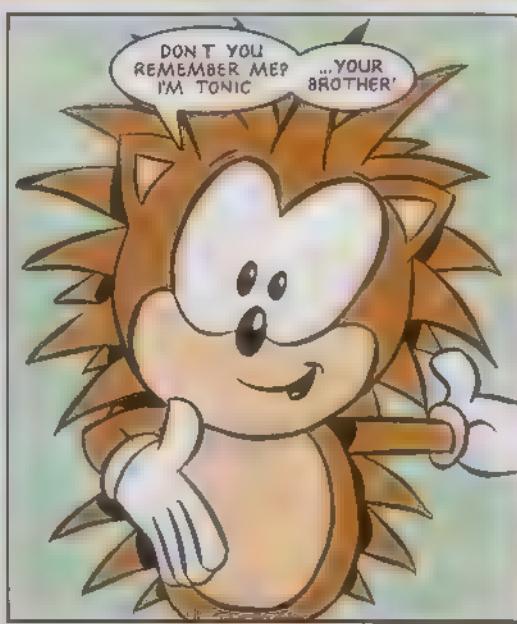
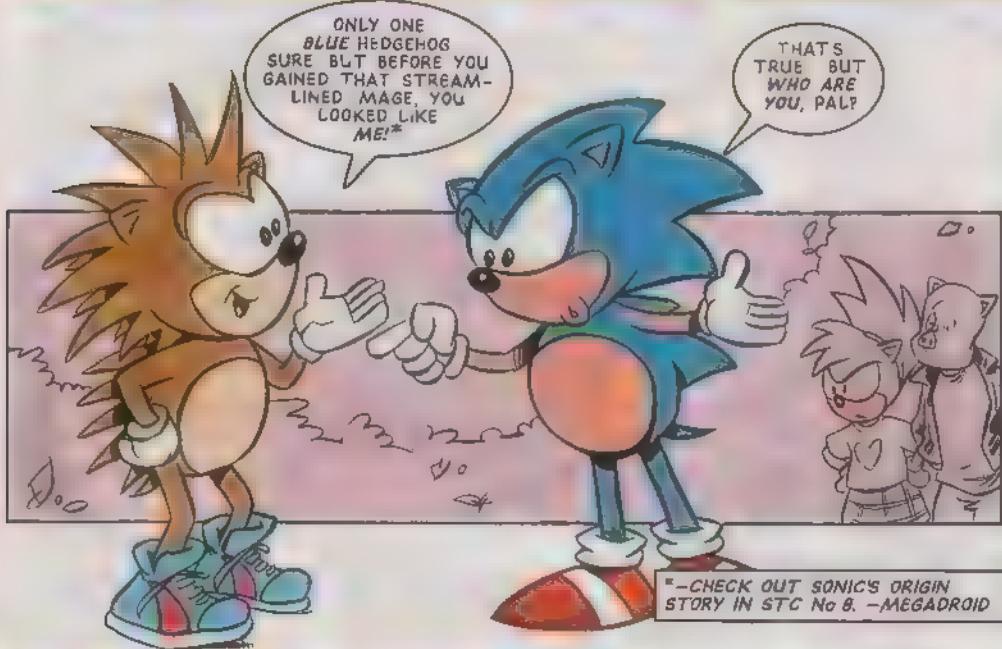
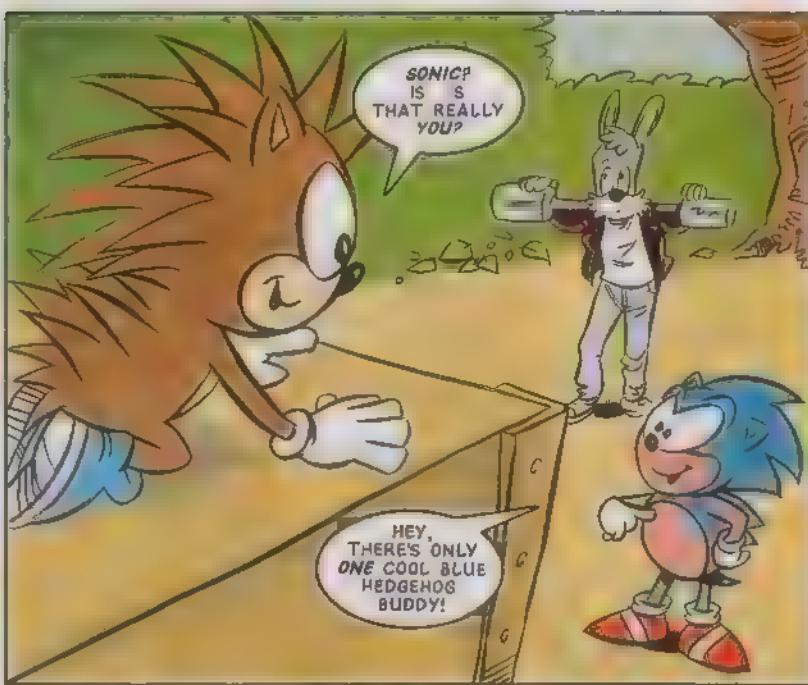
OUTLAWS!

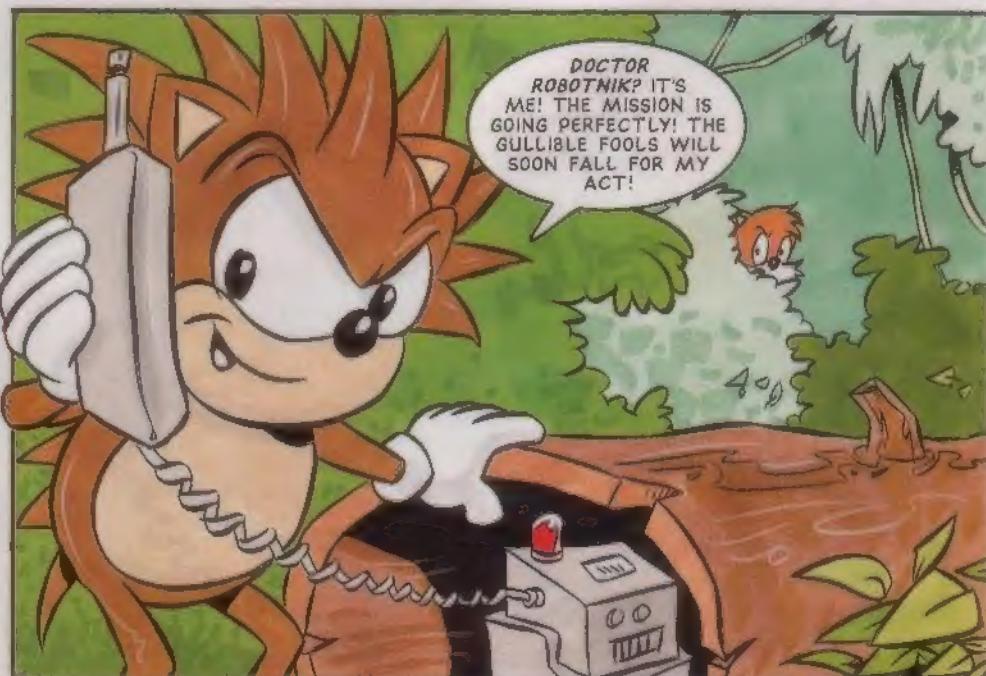
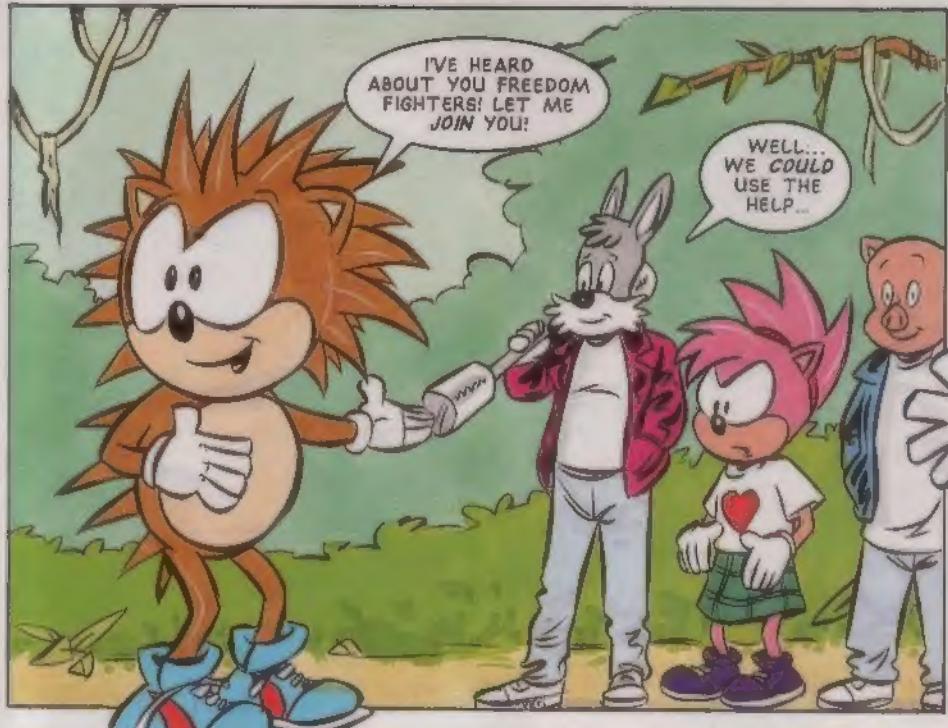
THERE
ARE ONLY
TWO OF THEM! WE
CAN HANDLE
THEM!

THERE'S
FIVE OF US
ACTUALLY!

AMBUSH!









SPEEDLINES

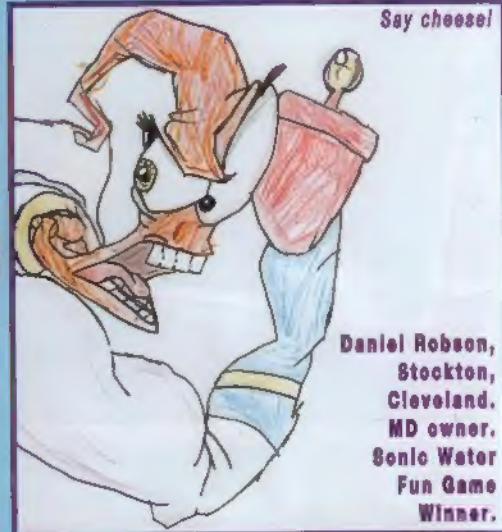


Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.



Say cheese!

Daniel Robson,
Stockton,
Cleveland.
MD owner.
Sonic Water
Fun Game
Winner.

Late Comers!

Dear STC,

I hate to say this but your reviews are printed w-a-a-a-y too late. When you reviewed Urban Strike it probably would have taken less time to enter the Red Zone!

James Turley, Plymouth, Devon.
Sonic Water Fun Game Winner.



Point taken Jim, as our technical review circuits were out of whack!

However, it's amazing how a twiddle with a few circuits can make all the difference!



Adam Giverin,
Thetford,
Norfolk.
Sonic Water
Fun Game
Winner.

Same Gear!

Dear Megadroid,

I've noticed that in the Speedlines section you are normally yellow and black but when you answer Boomers questions you change colour. Why is this?

Richard Harries, Addlestone,
Surrey. MD owner.

Sonic Water Fun Game Winner.



Gimme a break, Rich, what would you feel like (not to mention smell like) if you wore the same outfit day in day out!

Prizes to be despatched within approximately 28 days of publication. If you have not received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous Tomy Sonic The Hedgehog Water Fun Games can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The Sonic Water Fun Game is just part of a range of megalicious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 01703 872267.

Not content with the book, you now want the game. Do you make a hobbit of this, Tom?



KNUCKLES ALERT!



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SONIC'S WORLD!



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**SONIC DRIFT
RACING!**

**SONIC!
DISASTER PART 2!**

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STC 52

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DATA STRIP

Fill in & send to:
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WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....
AGE.....

HOT-SHOTS ONLY!

Enter your high score or
achievement here!

GAME.....

SCORE/ACHIEVEMENT.....

SYSTEM:— (please tick)

MD MS GG MCD

GAME INTO STRIP

What SEGA game would you like to
see as a STC strip in the future?

I THINK.....

.....
would make a great comic
strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories
in this issue in order of
preference

1.....

2.....

3.....

HOW DO YOU RATE ISSUE 51
OF STC?



0/0